



**CITY OF ROCKVILLE
DEPARTMENT OF RECREATION AND PARKS**

**5 v 5
Men's Futsal
LEAGUE RULES**

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Roster Guidelines:

1. It is the manager's responsibility to make sure that the team has registered and therefore the roster has been received in the Sports Office by the registration deadline.
2. Rosters are to be submitted on the official roster form. Each player's name, home and work address, email address, work and home numbers should appear on the form.
3. Each team must roster a minimum of 7 players, and a maximum of 12.
4. The team manager shall submit to the department, before a designated date as determined by the Sports Office, a FINAL roster of all the players on his team. No players may be added after this date for league play, unless approved by the league administrator. A player must be officially released in writing before he may play with another team. No transfers after the final roster.

General Rules:

1. ORIGIN OF RULES:
 - a. The league shall be played in accordance with modified FIFA futsal rules.
2. NUMBER OF PLAYERS:
 - a. Minimum number of players to start the match: 5, one of whom shall be a goalkeeper.
 - b. Minimum number of players to finish match: 3.
 - c. Maximum number of substitutes: 7.
 - d. Substitution limit: none.
 - e. Substitution method: "flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with the referee's consent).
3. POINT SYSTEM:
 - a. League standings point system: win = 3 points, tie = 1 point, loss = 0 points.
 - b. Forfeit point distribution: the team that forfeits will lose 1 point for not participating in the game. The team that they are playing will receive 3 points for the win, with a 1-0 score line. A team will automatically forfeit if they do not have at least four players by kickoff.
 - c. League games that end in a tie score after regulation play shall remain a draw.
 - d. League division ties: any league divisions ending in a tie at the end of the league season shall be governed by the following tie breaking system order.
 - e. (1st) Comparison of league record against each other (number of points).
 - f. (2nd) Comparison of goal differential against each other.
 - g. (3rd) Comparison of most "goals for" during the season.
 - h. (4th) Comparison of least "goals against" during the season.
4. CLOTHING AND EQUIPMENT:
 - a. Outfield players must wear the same colored jersey. GK's should wear a different colored jersey.
 - b. Shorts must be worn by all players except the GK.
 - c. Socks.
 - d. Protective shin guards are advised.
 - e. Footwear with rubber soles, no cleats are permitted.
 - f. No food, chewing tobacco, drinks or chewing gum are permitted in the gymnasium/facility.
 - g. Players are not permitted to wear chains, bracelets or earrings. Rings must be taped or removed.
5. DURATION OF GAME:
 - a. Duration: two equal periods of 20 minutes. Time can be prolonged only to take a penalty kick.
 - b. Half-time = 5 minute break.

6. START OF PLAY PROCEDURE:

- a. Coin toss followed by kickoff; opposing team waits outside center circle; ball deemed in play once it has traveled the distance of its own circumference; kicker cannot touch the ball until someone else touches it; ensuing kick-offs taken after goals scored and at start of second half. This is an indirect kick to start play.

7. METHOD OF SCORING

- a. When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

Officiating Guidelines:

8. OFFICIATING ROLES:

- a. Main Referee:
 - i. Duties: enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other ungentlemanly behavior, allow no others to enter the court of play, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements.
 - ii. Position: the side opposite to the player benches
 - iii. Power unique to Main Referee: can overrule Assistant Referee's calls.
- b. Assistant Referee:
 - i. Duties: Same as Main Referee, with the addition of keeping a check on the 2-minute punishment period after a player has been sent off (yellow carded), ensuring that substitutions are carried out properly, and keeping a check on the 1-minute time-out.
 - ii. Position: The same side as the player benches.
 - iii. Manage the line.
 - iv. Manage the clock.
 - v. Record time-outs and fouls (and indicate when a team has exceeded the 5-foul limit); record game stoppages, scorers, players cautioned and sent off, and other information relevant to the game.

9. OFFICIATING DISCLAIMER:

- a. Disclaimer: referees appointed to officiate each game have complete authority, and his/her decisions connected with the game are final. Constructive comments regarding officiating or calls are welcomed. Please submit any such comments in writing to the League Supervisor. Complaints regarding officials or any calls should be submitted in writing to the Sports Division within 48 hours of the game in which the incident occurred. Do not discuss officiating or the officials with the facility staff during or immediately after your game.

10. FOULS AND MISCONDUCT:

- a. **Direct free kick:** awarded when a player intentionally commits any of the following offenses (penalty kick awarded when an infringement takes place in penalty area):
 - i. Kicking or attempting to kick an opponent.
 - ii. Tripping an opponent.
 - iii. Jumping at an opponent.
 - iv. Charging an opponent in a violent or dangerous manner.
 - v. Charging an opponent from behind.
 - vi. Holding an opponent.
 - vii. Pushing an opponent.
 - viii. Charging an opponent with shoulder (i.e., shoulder charge).
 - ix. Sliding at an opponent (i.e., sliding tackle. block).

- x. Handling the ball (except goalkeeper).
 - b. **Indirect free kick: awarded** when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):
 - i. Dangerous play (e.g. attempting to kick ball held by goalkeeper).
 - ii. Obstruction.
 - iii. Charging the goalkeeper in the penalty area (i.e., goalkeeper charge).
 - iv. Goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player).
 - v. Goalkeeper picks up or touches with his hands a backpass.
 - vi. Goalkeeper picks up or touches with his hands a kick-in from a teammate.
11. PLAYERS SHALL BE CAUTIONED (i.e., shown yellow card) WHEN:
- a. A substituting player enters the pitch from an incorrect position or before the player being substituted has entirely left the field of play.
 - b. The participant persistently infringes on the Laws of the Game.
 - c. The participant shows dissent with any decision of the referee.
 - d. The participant is guilty of ungentlemanly conduct.
12. PLAYERS SHALL BE SENT OFF (i.e., shown the red card) FOR:
- a. Serious foul play.
 - b. Violent conduct.
 - c. Foul or abusive language to any player, official, or City staff member.
 - d. Second instance of cautionable offense (i.e., second yellow card).
 - e. Intentionally impeding a clear goal scoring opportunity (e.g. through a "professional foul").
 - f. Intentionally impeding a clear goal scoring opportunity in the penalty area by handling the ball. Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the 6-meter line when the infringement takes place in the penalty area).
13. DISCIPLINARY ACTION/CONDUCT:
- a. The team manager/coach is responsible for the conduct of his/her team and team followers.
 - b. The City of Rockville Men's Futsal league is intended as a recreational activity. It is expected that all participants conduct themselves in keeping with the highest standards of sportsmanship. Unsportsmanlike conduct will not be tolerated.
 - c. A player, manager, or coach who is ejected before, during, or after a scheduled contest shall be suspended from league play for at least one game and depending on the severity of the incident, may be suspended an additional game(s) by the Program Supervisor. If incidents are determined severe the offender(s) will be required to attend a hearing to determine appropriate disciplinary action. An ejected player has three minutes to leave the facility premises. If the player fails to do so, the offending team will forfeit the game. While a manager, coach or player is serving out their game(s) suspension, he/she may not attend future game(s) until such time the suspension is fulfilled; under penalty of forfeiture, and further punitive action to participant and team. Likewise, further ejections by the same player during the current season shall be dealt with more severely, including but not limited to, suspension from the program for the remainder of the season.
 - d. All program participants agree not to post, email, or otherwise send any of the following items against the League, the Sports Officials or the coaches in the League.
 - i. Anything that is unlawful, harmful, threatening, abusive, harassing, defamatory, libelous, or invasive of another's privacy:
 - ii. Anything that harasses, degrades, intimidates or is hateful towards an individual or team on the basis of religion, gender, sexual orientation, race, ethnicity, age, or disability.
 - iii. Violations of this rule will be subject to suspension from the league.

- e. Before, during, and after the game, anyone who strikes, shoves, pushes, bumps, or otherwise physically threatens an official or Recreation & Parks staff shall be suspended from all department-sponsored activities for at least one year from the date of the incident.
 - f. Any player, manager, or coach who approaches an official in a negative manner after the conclusion of a league game, including the parking lot, will be suspended for at least one (1) game.
 - g. Any team or player(s) who violate any of the City of Rockville regulations, especially the possession or consumption of alcoholic beverages, shall be subject to disciplinary action to be taken by the Program Supervisor.
14. EXPULSION RULES:
- a. The player sent off is out for the rest of the game and is not even permitted to sit on the reserves' bench.
 - b. The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores -- whichever comes first.
 - c. The 2-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).
 - d. The substitute cannot come on until the ball is out of play and he has a referee's consent.
15. INELIGIBLE PLAYERS:
- a. Any team using an ineligible player shall automatically forfeit each game in which the player participated. If a team knowingly uses a player under an assumed name, that team shall automatically be dropped from the league or tournament. Each game played with that player and all scheduled games not played shall be forfeited to the opponents.
 - b. Player Photo Identification – At all times, players must be prepared to show positive proof of identification (Driver's License) upon request/challenge. All protests on player ineligibility must be addressed at the exchange of the line up or when the player is first introduced into the game. Protests as to the use of an ineligible player must be registered with the Program Supervisor by the close of the next business day; no protest fee is required and the protest must be submitted in writing. Name(s) and other personal data of the alleged offenders must be included in the written protest that is filed.
 - c. Note: upon request, the manager/coach is responsible for furnishing the name(s) of disqualified player(s) to the official & field supervisor. Failure to cooperate will result in automatic team forfeiture, and suspension of the team manager.

Rules associated with set pieces:

16. FREE KICK:
- a. Types: direct free kicks and indirect free kicks.
 - b. Wall: at least 5 meters away until the ball is in play.
17. BALL IN AND OUT OF PLAY:
- a. Ball out of play: when it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: dropped ball beneath that point).
 - b. Lines: touchlines and goal lines are considered inside the playing area.
18. ACCUMULATED FOULS:
- a. Once a team has accumulated 5 fouls during a game, the 6th foul, and each foul thereafter will result in a penalty taken at the secondary spot.
 - b. If the infringement took place in penalty area (and does not merit a penalty kick), the free kick is to be taken from the 6-m-line on the spot nearest to where the infringement occurred.
19. PENALTY KICK:
- a. To be taken from the penalty mark on the mid-point of the 6-m-line.

- b. The kicker is to aim at goal, with the intention of scoring.
 - c. All players must be out of the penalty area, and the players of the opposing team must also be at least 5 m from the penalty spot.
 - d. The kicker shall not play the ball a second time until it has been touched by another player or the goal frame.
 - e. Penalty shooters must use a one-step technique (not a run up).
20. PENALTY SHOOTOUTS come into effect in playoff games ONLY.
- a. Main referee decides goal to be used.
 - b. Coin toss to decide order.
 - c. Three penalty kicks to be taken by three different players selected from the squad. Captain of each team announces these three to the main referee before the kicks are taken.
 - d. If two teams are still tied after the shootout, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not taken a penalty yet.
 - e. Players sent off during the match are not eligible to take these kicks.
 - f. Any eligible player may change places with his goalkeeper.
 - g. While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The assistant referee shall control this.
 - h. Penalty kicks will use a one-step technique (not a run up).
21. KICK-INS
- a. To be taken in place of the throw-in.
 - b. The ball is placed on the touch line before the kick-in.
 - c. The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
 - d. The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
 - e. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing team from the point of this infringement.
 - f. Players on opposing team must be at least 5 m away from point of kick-in.
 - g. Cannot score directly from a kick-in.
22. GOAL CLEARANCES:
- a. To be taken in place of goal kick.
 - b. From inside the penalty area, the goalkeeper throws the ball into play.
 - c. The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.
 - d. The ball must bounce before the halfway line or directly hit one of your players before bouncing in the opposing half.
23. CORNER KICKS:
- a. Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
 - b. Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
 - c. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule results in an indirect free kick to the opposing team from the point of the infringement.
 - d. Players on opposing team must be at least 5 m away from point of the corner kick.
 - e. Players can score a goal directly from a corner kick.

Waiver of Liability:

24. WAIVER:

- a. The City of Rockville assumes no liability for injury or damage arising from participation in the adult Co-Rec Soccer program. We strongly urge that each team in the league have insurance to cover each player appearing on the roster for every game, practice game, and travel to and from each league game and practice game, or each player be covered by personal health insurance. The team roster includes an "Agreement to Participate" and a "Release" on the back of the roster. A player's signature on the roster indicates that the player has read and understands the terms of the "Agreement" and "Release."
- b. We reserve the right to refuse play and or service to anyone.